

LUC LE DAUPHIN

<http://lucledauphin.com/portfolio/>

26 years old

French

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GAME DESIGNER AND LEVEL DESIGNER

PROFESSIONAL EXPERIENCE

- April 2013
> ... (4+ years) **Game and Level Designer – Leikir Studio – 94 Ivry-sur-Seine (FR)**
Projects : Isbarah, Wondershot, unannounced projects
- *Game design on all aspects of a project (System, Content, AI, Tuning, accessibility...*
 - *Level Design and scripting*
 - *Playtests management, promotion of our games in events*
- November 2011
> June 2012 (7 months) **Associate Producer – Egg Ball – 75 Paris (FR)**
Projects : Jazz: Trump's Journey & several web/mobile games
- *Game schedule and team management*
 - *Reporting to clients and studio's head*
- January 2011
> July 2011 (6 months) **Level Designer – Cyanide – 75 Nanterre (FR)**
A Games of Thrones (RPG)
- *Design of game situations (quests, fights, exotic situations)*
 - *Integration/scripting with UNREAL ED (Kismet and Level Editor)*

MAJOR PROJECTS

- April 2015 > October
2015 (7 months) **WONDERSHOT (LEIKIR STUDIO) (PC, XBOX ONE, PS4)**
Top Down Battle Multiplayer Arena
- *Game balance and deepening of the gameplay*
 - *Solo mode redesign and Level Design*
 - *Playtests management, Accessibility, Writing*
- June 2013 > March
2015 (1 year 8 months) **ISBARAH (LEIKIR STUDIO) (PC)**
2D Danmaku-platformer
- *Gameplay design, System design*
 - *Level Design & Scripting (C#), Boss design and implementation, tuning*
 - *Playtests management, GUI, Accessibility*
- September 2011
> Nov. 2012 (14 mths) **[GD / LD / DEV] DIE TO STAY ALIVE (ISART DIGITAL THEN INDIE) (PC)**
2D Puzzle-platformer
- *Game Concept, Game Design Documentation, Project management*
 - *Gameplay development with Virtools, Level Design/building with Maya*
- March 2011
> July 2011 (4 months) **[GD / LD / PROTOTYPAGE] PROJECT MIRROR (ISART DIGITAL) (PC)**
First Person Puzzle
- *Concept, system design, prototyping with Virtools, Level Design*

EDUCATION

- 2010 – 2012 Superior cycle of **Game Design – ISART Digital – 75 Paris (FR)**
- August 2010 Short courses of **Japanese – AIR Resort Seimon Gakkou – Niigata-Ken (Japan)**
- 2009 – 2010 **Prepa Game Design – ISART Digital – 75 Paris (FR)**
- 2009 **French Baccaauran Literature (Specialty Arts) (Good Mention)**
Ernest Renan Highschool – 22 Saint Briec (FR)

COMPÉTENCES SOFTWARE

Office/Graphics

- *Microsoft Office ++*
- *Illustrator ++*
- *Photoshop ++*
- *InDesign +*

Game Engines/LD/3D

- *Unity ++++*
- *Unreal Engine +*
- *Construct 2 ++*
- *Level Editors (Unreal, Warcraft III...)*
- *Houdini ++*
- *Maya +*
- *3DSMax +*

Management / Versionning / Debug report

- *Jira, Mantis, Trello, Trac...*
- *Git, SVN, Perforce*

LANGUAGES

- *English: Read (+), write, talk*
- *Japanese: notion*

HOBBIES

- *Kendo (4th dan, contests)*
- *Guitar (2 years+)*
- *Personal game projects*
- *Game Jams*
- *Travelling accross Europa, Japan*

SKILLS

- **Game design:** systems, finding and supporting design pillars, content, tuning, controls, combat design, AI design, working closely with engineers.
- **Human skills:** listening at people, high creativity, comfortable with every kind of profession.
- **Level Design:** LD overview, map building, tutorials, scripting.
- **Development:** C#, prototyping, tools development.
- **Team management**